VOLLEYBALL – CO-ED RECREATIONAL

Player Rules:
- Matches are best 2 of 3 sets
- Games are played to 25 rally point for sets 1 and 2. The third set will be to 15 points. A team must win by two points.
- Each team will play with 6 players, with at least 2 minority gender on the court at all times. However, a minimum of 5 players is allowed as long there are still 2 minority gender on the court (gender ratio of 3:2)
- Players have fixed positions and rotations are not required
- Players must serve in sequence
- Women’s height will be used for the entire match.
- Males are hitting against males, females are hitting against females. Every set rotate who is in the front and back court (ie. Set 1- females front, Set 2- males front)
- Back row attacks are allowed (back row attack is when a player jumps from behind the attack line and makes an offensive contact with the ball over the net while in the air).
- A setter can be of the opposite gender and can be one of the back court players (ex: male on women’s height) but they cannot block or attack a ball.
- Proper ball contact on sets (double hits, carries) will be called by officials unless play is consistently interrupted by these calls. This will be up to the discretion of officials. Arguing this calls with officials will result in warnings, second offense will result in removal from the game.

The Net:
- All games are played at women’s net height (7 feet 6 inches)

Server and Positions:
- The server is the right-back player of the serving team.
- The server’s position must be in rotation order before the ball is contacted for service.
- Other players must be in rotation order before the ball is contacted for service.
- After the ball is contacted for serve, players may interchange positions anywhere on the court.
During Play:
- A player may not touch the net while the ball is in play
- A player may not play the ball twice in succession, unless there is simultaneous contact by two players (a player may hit the ball on the first and third hits)
- The ball may be played a maximum of 3 times by each team (excluding a block), before it is returned over the net
- A ball contacting the boundary line is considered in the court of play
- A player may run outside of their own court to play a ball
- The ball must pass inside the net antennas as it crosses the net to be legal
- Players may step on, but not completely over the center line during play

Serving:
The service results in a side-out when the server;
- Does not take the proper position before serving, or is the wrong server
- Commits a foot fault
- Hits the ball into the net
- Hits the ball so it crosses outside of the net antennas as it passes over the net
- Hits the ball into any post or overhead structure
- Does not serve within 5 seconds
- Serves before the official whistles play to begin

Scoring:
A game is won by either team when;
- One team scores 25 points first with a 2-point advantage. A tie at 24-24 calls for additional play until one team succeeds in gaining a 2-point advantage
  - If limited in time, the official has the right to make the call to eliminate the 2-point advantage win rule to ensure the games finish on time.
- If a team is reduced to less than 6 players after the games has begun, play shall continue
- The team that wins 2 sets of 3 wins the match

Time:
The following time factors are in effect:
- Time-outs shall not exceed 30 seconds
- 1 time-out is allowed per team in each set
- Time-out for injury is at the discretion of the referee
- Teams have the full time limit allowed to play (50 minutes). If the game is not completed within 50 minutes, the team leading wins the match
- If a team does not have enough players after 10 minutes from the start time, then they are given a forfeit lose. A game for fun can be played.
Contacting the Ball:

- The following rules apply when playing the ball;
- The ball must be contacted cleanly (not caught or held);
- Simultaneous contact by team-mates is considered one contact;
- A player cannot make successive contact of the ball;
- A player may go outside of the court to play the ball if they do not cross the centre line or contact any walls or obstructions;
- If two opposing players contact the ball simultaneously directly above the net, either player may play the ball again on the next hit;
- The ball is dead if it crosses the net outside the net antennas, touches the ceiling, posts holding the net, or lands out of bounds;
- A return may be played in any direction and the player may use any part of their body.

Player Conduct:
Any player ejected from a contest is automatically suspended for at least the next scheduled game and must see the Intramural Supervisor responsible for the intramural volleyball program before they shall be allowed to participate in any intramural activities. Additional disciplinary action may be taken.